A Quarterly Publication of the Alabama Chess Federation

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Alabama Chess Antics

♦ ACF Membership Required ♦

Price: $2.50

President: Walter J. Schaetzle

Editor: John A. Tamplin

LETTER FROM THE PRESIDENT

Walter J. Schaetzle, ACF President

During the last quarter, a number of tournaments have been held throughout the state. Included was a national scholastic at the Marriott in Huntsville. We are working on a three year contract extension for this tournament. The intention is to build scholastic chess in the Southeast.

Another national tournament, the U.S. Amateur South, will be held at the Ramada Inn-Airport in Birmingham over the Memorial Day weekend. A move to extend the tournament to a multi-year contract is being seriously considered. We hope everyone, including junior players, will support this tournament. Your support is needed.

I also hear that a new scholastic format is being prepared for next year with the original tournament a team event at Trace Crossings.

Our State Scholastic Individual Championship will be held March 4 at Holy Spirit School in Tuscaloosa and the Scholastic Team Championship will be in Montgomery on April 22. The winner of the Open section of the Individual Championship is invited to the Denker High School Championship held each year at the U.S. Open. A partial financial grant is provided.

Numerous other chess tournaments are also scheduled throughout the state. Please plan to play in these tournaments and support Alabama Chess. The number of USCF members in Alabama has essentially doubled in the last three

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See back cover for information on becoming an ACF affiliate.

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Officers are elected at the State Championship tournament (held Labor Day weekend) for a term of one year.

TREASURER'S REPORT

Dick Rhea

The following represents the transactions of the ACF's checking account for the period of 9/10/94 to 1/17/95.

SUBMISSIONS

John A. Tamplin

Articles, games, or other materials submitted for publication may be sent by either by postal mail or by electronic mail to .

If possible, please submit large articles on diskette (IBM 3.5" preferred) in both the native document format of your software as well as straight ASCII in case I can't convert it. Since I will reformat the text anyway, there is no need to spend much effort making it look fancy.

Illustrations should be sent in PhotoCD, GIF, TIFF, or EPS format. Submissions sent by electronic mail should be sent either as MIME messages or encoded with uuencode.

The address for postal submissions is:

Alabama Chess Antics
c/o John A. Tamplin

If you have any questions about submissions, I can be reached by email at

years. Bring a new player next time you go to a chess tournament or your chess club meeting.

BRILLIANCY PRIZES

John A. Tamplin

Due to the tiny number of games submitted which meet the criteria specified for the brilliancy prizes, the prizes for the first half of 1995 will be awarded next issue. These awards will take place even if there are no other eligible entries, and every game that was considered for this issue will still be considered next issue.

Please submit any of your games that meet the criteria — you never know if your game might be the one that wins! To recap, games for consideration must:

- Have been played no earlier than one year prior to the submission deadline for the issue in which the game is published
- Have been played in a USCF-rated tournament by a current ACF member.
- Be well annotated. If you can't or won't annotate your game, send it in anyway. If I have time, I will annotate some of the better unannotated games with computer assistance. No promises, though.

Prizes of $75 for the best game overall and $50 for the best game by a player rated under 1800 will be awarded every six months. Games will be ranked by judges in Birmingham, Huntsville, Mobile, Montgomery, and Tuscaloosa, with the high and low ranking discarded for each game.

MELODY AMBER ... AGAIN

Betty J. Mitchell

The *Alabama Chess Antics* is one publication that gave me a pleasant surprise this year. I receive many chess publications at my writing service. Alabama can be proud of its magazine. The key is to help make it better. My own contribution are the next two pages.

Normally blindfold games are not of the highest quality. This game is different. During analysis I was amazed to see thirty-two moves go by before I could detect a dubious move. This is not what I expected to find in a blindfold game. This is chess — at its best.

1: Sicilian Defense

Richter-Rauzer Attack

W: Gata Kamsky

B: Vladimir Kramnik

Blindfold

1.	e4	c5
2.	Nf3	Nc6
3.	d4	cxd4
4.	Nxd4	Nf6
5.	Nc3	d6
6.	Bg5	...

The Richter-Rauzer Attack against the Dragon is the oldest attempt to mount a Kingside attack with Bg5, Qd2, f4, and O-O-O. Black must revert to e6 and develop his bishop at c7.

6.	...	e6
7.	Bb5	Qb6
8.	Bxf6	gxf6
9.	Nb3	a6
10.	Be2	Qc7
11.	a4	b6
12.	Nd4	Bb7
13.	Nxc6	Qxc6
14.	Qd4	Rg8
15.	Bf3	Qc5
16.	Qd3	O-O-O
17.	O-O	h5
18.	Kh1	h4
19.	h3	Kb8
20.	Ra3	Qe5
21.	Rb3	d5
22.	Bg4	Bc5
23.	exd5	f5
24.	Be2	Rxd5
25.	Nxd5	Bxd5
26.	Bf3	Bxb3
27.	Qxb3	Rd8
28.	c3	Rd2
29.	Rd1	Bxf2
30.	c4	Qxb2
31.	Qxb2	Rxb2
32.	g4?!	...

Slightly better is Bh5.

32.	...	hxg3!!

The turning point. Creates passed pawns on f7, f5, and g3 and isolates White's pawn at h3. Black wins a queen and three pawns for a queen. Black is up three pawns.

33.	h4	Be3

Threatens mate by Rh2.

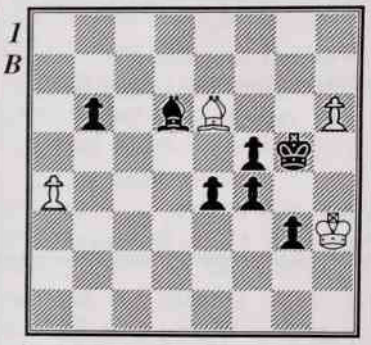
34.	Bg2	Rc2
35.	h5	Rxc4
36.	Bf3	Rc1?

Better is 36. ... Rc2, leading to 37. Bg2 b5 38. axb5 axb5 39. Rb1 Kc7, which wins a pawn for a pawn.

37.	Rxc1	Bxc1
38.	Be2	Bh6
39.	Bxa6	Kc7
40.	Kg2	f4
41.	Bb5	Kd6
42.	Kf3	f5
43.	Bd3	Ke5
44.	Ba6	Kf6
45.	Bc8	e5
46.	Kg2	e4
47.	Bd7	Kg5
48.	Kh3	Bf8
49.	Be6?	...

Leads to 49. ... Bd6 50. Bc4 f3 51. Bf1 Kh6 52. Bg2 f3, which loses a pawn.

49.	...	Bd6	
50.	h6??	...	(1)



Much better is 50. Bc4. 50. h6 leads to 50. ... f3 51. Bxf5 g2 52. Bxe4 g1=N#.

50.	...	f3
51.	h7	g2
52.	0-1	

White resigns because Black threatens mate with a promote threat at g2 that leads to 52. h8=Q g1=N#.

SUBMIT GAMES AND ARTICLES

Betty J. Mitchell

Besides hoping to share an analysis of the above game with the readers of the *Alabama Chess Antics*, I have another reason for writing this page. Do you know that most editors of state chess publications give up after a few months? The average longevity of a chess editor is less than 12 months. The main reason being it is difficult to find people willing

to write anything and the editor either has to beg for material or ends up writing most of the publication on his (or her) own. By my writing these articles, perhaps your editor's job will be a little easier. If I, a retired person living in Florida, can write articles for Alabama, maybe others will realize that they can do the same. Why not give it a try? Send an annotated game, pictures, or even a letter suggesting improvements to your editor. Anything and everything helps. I'll even help beginners with annotation.

Coupon Good For

ONE FREE GAME ANALYSIS

In appreciation to everyone at
Alabama Chess Antics

Please allow 6-8 weeks for delivery

Betty J. Mitchell

Expires: 1/1/96

WORLD CHAMPION — NEVER A MACHINE

Charles A. Pote

Recently computers made a strong showing against some of the world's super GMs. This triggered another outburst from the doomsday crowd, each espousing their view on how computers will soon reign supreme. I say hogwash. I've heard this same talk since 1959, when Herbert Simon of the Rand Corporation predicted a computer world chess champion within 10 years.

If we believe the experts, there are no less than three world chess champions — all presumably human. FIDE claims Anatoly Karpov is the world champion, the PCA says Garry Kasparov, and another strong contingent argues that Bobby Fisher never lost his title and is therefore still the world champion. The USCF claims everyone is the world champion.

Let's now put the Human vs. Computer controversy in its proper perspective. Logic tells each of us why world champion weightlifters don't compete against forklifts, why swimmers don't compete against atomic submarines, and why runners don't race against automobiles — so why should chess players fear a computer someday being crowned champion? I believe computers, like other mechanical devices, are a helpful tool and nothing more. Sure, Fritz 3 and ChessMaster 4000 Turbo can win against most human players, but so what? Do we worry whether a forklift can carry more weight? Computers are a tool for us to use, enjoy, and to help us learn — not to compete against for *any* world championship.

ALABAMA = HIGH TECH

Sam Northgate

The recent fifth Harvard Cup featured personal computer programs against an elite selection of grandmasters. *WChess*, programmed by David Kittinger of Mobile, AL took first place from among a strong list of computer programs, including Chessmaster 4000 Turbo, HIARCS Master 3.0, M-Chess Professional, REBEL, Socrates 4.0, and Zarkov-X.

WChess won four games and drew two for an amazing 83.5% performance against GMs Boris Gulko (2620), Alex Yermolinski (2570), Joel Benjamin (2586), Patrick Wolff (2598), Michael Rohde (2589), and Alex Shabalov (2573).

Congratulations to David and Alabama.

THE TWO PATZERS

Daniel J. North

Face to face two patzers sat
locked in knightly mortal combat.
One was old and one was young,
pawn after pawn at each other was flung.
The ranted and raved, they cursed and they swore,
vowing when the game had ended to play no more.
The next day came finding them both at the bench,
nothing could stop them, from chess them wrench.
The king flew like a missile as the old geyser quit;
he was so mad, why he could just spit!
The young lad grinned as he folded the board,
he had another win to go home and record.
"I'll see you tomorrow, you old geyser", he said,
"unless of course you can't get out of bed."
"You young whippersnapper, tomorrow you'll lose,
your swollen ego I intend to bruise.
So you'd best go home and study your game,
for when you lose you'll have no one else to blame."
The parted company going their separate ways,
both dreaming of victory and peerless chess plays.

ASK BETTY MITCHELL

Betty J. Mitchell

[Betty Mitchell has graciously offered to write a question & answer column for the *Antics*. Send questions for publication directly to her at the following address:

Betty J. Mitchell

Thanks for the offer, Betty — Ed.]

Dear Betty,

I went to the Lansing Chess Club last night and played in a 15-minute per game tournament. I went +2-2 in the top section with people rated roughly 2000, so I don't feel too badly. I wish I had read the rules carefully, though.

In the last round, I picked up a rook and touched my opponent's pawn. I put the rook back on its original square and my opponent yelled for an illegal move penalty. The TD was standing right there and awarded my opponent two extra minutes, the standard penalty for an illegal move. When I mad a move my opponent insisted that I capture the pawn, since I had touched it.

I didn't question anything, since the TD was right there watching our game. But later, I wonder if my opponent pulled off a fast one on me. He was down material and behind on time when this all started. Did I make an "illegal move" by returning my rook to its original square? I never punched the clock before my opponent cried for the penalty. Without punching the clock was the move considered made? If I was penalized two minutes was I then required to make the move and capture the pawn? I thought there was no "touch move" rule in rapid

chess, but I don't really know.

In the end I made exactly the move I had stared to make in the first place, but the extra two minutes allowed my opponent to hold on. With my clock running low, I had to offer a draw in a superior position, though it was probably a theoretical draw by that point.

My first rated OTB tournament since 1988 didn't turn out too bad considering my lack of practice. But I have questions about that penalty.

J. Franklin Campbell
Mason, MI

Betty says:

Thanks for the questions, Franklin. To find the correct answers, I first turned to my copy of the *USCF Official Rules of Chess, 4th Edition*. Here are the relevant rules.

7. DEFINITION OF THE MOVE

7A. Basic Definition. With the exception of castling and the promotion of a pawn, a move is the transfer of a piece from one square to another square that is either vacant or occupied by an opponent's piece.

9. DETERMINATION AND COMPLETION OF THE MOVE

9B. Capture. In the case of a capture, the move is determined with no possibility of change when the captured piece has been removed from the chessboard and the player's hand has released the capturing piece, and completed when that player punches the clock.

10. THE TOUCHED PIECE

10C. Touching pieces of both colors. Except for 10A (adjustment of pieces), a player on the move who deliberately touches one or more pieces of each color, or who moves the player's piece and intentionally displaces an opponent's piece with the player's piece with it, must capture the opponent's piece with the player's piece, or, if this is illegal, must move or capture the first piece touched that can be moved or captured. If it is impossible to determine which piece was touched first, the player's piece shall be considered the touched piece.

11. ILLEGAL POSITIONS

11D. Illegal move in sudden death. If, in a sudden death time control, a player completes an illegal move by punching the clock, in addition to the usual obligation to make a legal move with the touched piece, if possible, two minutes shall be added to the remaining time of the opponent of the player who made the illegal move.

Do the USCF rules answer Franklin's questions?

This was a Game/15 tournament, so sudden death rules apply. Rule 7A clearly states that a move requires the piece be transferred to another square. Since you returned the rook to its original square, no move had been made at all. Rule 11D states that the player must complete the illegal move by punching the clock for the penalty to be assessed.

Since no real move had been made, legal or illegal, rule 11D does not apply. Even if you had made an illegal move, the penalty flows from punching the clock, which you had not done, so no penalty was called for.

Assuming you had made an illegal move, the penalty for punching your clock after making an illegal move and the requirement to move the piece you touched are independent rules and are both enforceable on the same move.

The touch-move rule is valid in all USCF and FIDE rated tournaments.

Franklin is an experienced player. This is a good example of why every player should have and read the latest copy of the *Official Rules of Chess*.

CHESS RECIPES

David Hayes

Like the game of chess, Chess Pies are economical forms of enjoyment made with little more than eggs, milk, butter, sugar, and a sprinkling of golden cornmeal. Use a commercial refrigerated or frozen piecrust. Check for doneness after the minimum baking time by gently shaking the pie. The center should be set with a slight jiggle.

BUTTERMILK CHESS PIE

2 cups sugar
2 tablespoons all-purpose flour
5 large eggs, lightly beaten
2/3 cup buttermilk
1/2 cup butter or margarine, melted
1 teaspoon vanilla extract
1 unbaked 9-inch pastry shell

Combine sugar and flour in a large bowl; add eggs and buttermilk, stirring until blended. Stir in butter and vanilla, and pour into unbaked pastry shell. Bake at 350 for 45 minutes or until set. Cool in a wire rack. Yield: one 9-inch pie.

PINEAPPLE-COCONUT CHESS PIE

1 1/2 cups sugar
3 tablespoons cornmeal
2 tablespoons all-purpose flour
1/4 teaspoon salt
4 large eggs, lightly beaten
1 teaspoon vanilla extract
1/4 cup butter or margarine, melted
1 (3 1/2-ounce) can flaked coconut
1 (15 1/4-ounce) can crushed pineapple, well drained
1 unbaked 9-inch pastry shell

Combine first 4 ingredients in a large bowl; add eggs and vanilla, stirring until blended, Stir in butter, coconut and pineapple; pour into unbaked pastry shell. Bake at 350 for 1 hour or until set, covering with aluminum foil after 40 minutes. Cool on a wire rack. Yield: one 9-inch pie.

CHOCOLATE CHESS TARTS

1 (5-ounce) can evaporated milk
2 (1-ounce) squares unsweetened chocolate
1/4 cup butter or margarine
2 large eggs
 1 1/4 cups sugar
1 teaspoon vanilla extract
12 unbaked (3-inch) tart shells

Combine first 3 ingredients in a small saucepan; cook over low heat, stirring frequently, until chocolate and butter melt. Cool slightly. Combine eggs and sugar in a large bowl; add chocolate mixture and vanilla, stirring until blended. Pour into tart shells; place filled pies on a baking sheet. Bake at 350 for 30 minutes or until set. Cool on a wire rack. Yield: 1 dozen tarts.

HUNTSVILLE CHESS NEWS

David Hayes

Wow! *The Antics* has really improved. I am sure that I represent all members of HCC when I say, "good job" to those responsible. It has been said that "Age must give way to youth." It seems that all the chess news lately from North Alabama is about scholastic age players. HCC's recent Space City Scholastic tournament was the biggest and 'bestest' in our club's history. Please see the results elsewhere in this issue. Huntsville scholastic clubs did well in this and other local tournaments. Two of our brightest scholastic players are rocketing to the stars. Matthew Puckett recently made a life master norm result in Atlanta which puts him close to a 2100 rating. Daniel Thomas made the All-American Chess team; an honor only given to about 40 scholastic players nationwide. Both these players have competed successfully against adult players for over a year now. The HCC elected new officers in November. The new administration is led by President Bill Melvin. Mary Francis Thomas was reelected vice-president and John Daugherty treasurer. Their job is not easy. Best wishes. HCC's meeting site has been unstable lately. Efforts are underway to stabilize the site at either the Bevill Center or the Student Center on the UAH campus. The HCC will meet in the University Center after the holidays on Friday 13 January at 6-11 PM where we will discuss future meeting site plans and schedules. This spring's Space City Open is scheduled 18-19 March at the Bevill Center. The prize fund is $1000 unconditionally guaranteed with 6 Grand Prix Points! Watch your Tournament Life Announcements in *Chess Life* for details or call me, David Hayes

for information. On a sad note, a shortage of skilled adult volunteers is threatening the future of HCC activities. This is particularly true of scholastic events. Parents and coaches are the usual adults associated with scholastic events. However, their ability to help direct tournaments is limited by an apparent conflict of interest. Other adults skilled in tournament direction and willing to work the special challenges of scholastic chess are hard to find. So the HCC is looking for a few good men and women.

A PEEK AT SCHOLASTIC CHESS

David Hayes

The following entertaining game was played in the 4th round between two new scholastic chess players. This game was submitted by one of my students (who fortunately has a good sense of humor) in the Randolph Chess Club. The incredible tactical beauty of the moves nearly brought tears to my eyes. I am certain that the reader will agree that such games are rarely seen and even more rarely published. Comments with tongue firmly planted in cheek by David Hayes. Players names are withheld to protect the innocent.

2: King's Knight Opening

W: Player A (570)

B: Player B (650)

National Junior Chess Congress South, 1/14/95

1.	e4	e5
2.	Nf3	Bb4

Black is the first to find an innovative opening variation as we move into a phase of intense tactical wrangling.

3.	Bb5	Nf6
4.	Nc3	d6!!

Black continues with his opening innovation no doubt the result of intensive pregame analysis and preparation. White realizes that 5. Bxe8 is refuted by the clever 5. ... Qxe8 with advantage to black.

5.	a3	Bg4
6.	h3	...

White can find no gain in 6. axb4 or 6. Bxe8 as black clearly dominates the board.

6.	...	Bh5
7.	a4	Bc5
8.	b4	Nxe4

Finally, the point of this variation; black wins the valuable center pawn on e4.

9.	Nxe4	Bb6
10.	O-O	Bd4
11.	c3	Nc6

Black prevents the move 12. Bxe8 no doubt after observing that 12. ... Qxe8 is refuted by 13. Nf6! attacking both the queen on e8 and the bishop on h5.

12.	Bb2	d5
13.	Bd3	...

Providing much needed support to the knight on e4. White fears doubled pawns and therefore declines the bishop on d4.

13.	...	dxe4
14.	Bxe4	f5
15.	Bxf5	Rf8
16.	Be4	Rf4
17.	Bxh7	Bxf3
18.	gxf3	Qg5+
19.	Kh2	e4
20.	cxd4	Qh5
21.	Rg1	Nxd4
22.	Bxd4	Qf7

A futile attempt to save the weak pawn on g7. Perhaps better was 22... Kf7!

23.	Bxg7	Rxf3
24.	Qe1	Qf4+
25.	Kh1	Rxh3+
26.	Kg2	Qg4+
27.	Kf1	Qf3
28.	Bxe4	Qf4
29.	Bd4	Rh5
30.	Rg7	Rh2
31.	Qc1	Qxe4
32.	Bf6	c6
33.	Kg1	Qf5?!

Having only an hour and 45 minutes left to make sudden death time control, black moves to extend the game. Of course not 32... Rh1# as this would only serve to shorten the game.

34.	Kxh2	Qxf6
35.	Rc7	Qd6+

White's 35th move prepared to remove the key c-pawn by 36. Rxc6. Black's next two moves are designed to trade the c pawn for the b pawn.

36.	Kg1	c5
37.	Qe1+	Kf8
38.	Rc1!	...

Further pressurizing the c pawn. The following moves are a desperate attempt by black to complicate the position and save the doomed c pawn.

38.	...	Qg6+
39.	Kf1	Re8
40.	Qd1	Qa6+
41.	Kg1	Qd3
42.	Rc3	Qg6+
43.	Kf1	Re5
44.	Rf3+	Rf5
45.	Rd3	Rg5
46.	Rd8+!!	...

A brilliant shift of the attack from the c pawn to the king. The end looms near.

46.	...	Qe8
47.	Rxe8+	Kxe8

48.	Qe1+	Re5
49.	Qxe5+	Kf8
50.	Qd6+	...

Once again pressurizing the c pawn who must fall.

50.	...	Ke8
51.	Rh7!	...

Once again we see the reoccurring shift of the attack from the c pawn to the king. This demonstrates the flexible position that white has developed. Of course not 51. Qe7# as this would end the game too soon.

51.	...	b6

Holding the critical c pawn.

52.	Qe7#??	

Seeing nothing better white checkmates black.

3: Reti Opening

W: Jeff Wien (1917)
B: Bill Melvin (2173)

Huntsville Fall Open, 10/22/94, R1B1, G/90

[Melvin]

1.	Nf3	d5
2.	e3	Bg4!?
3.	c4	dxc4
4.	Bxc4	e6

This opening is nameless as far as I know. ECO only gives 2. e3!? with the idea of c4 and no analysis or evaluation. White can play 5. d4 and be in a Queen's Gambit Accepted position which I have played at *least* 20 times previously in tournaments. That would probably not be the best decision for Jeff. Instead, he opts to stay away from the heavily analyzed and try to take advantage of not having played d4.

5.	Qa4!?	c6
6.	Ne5	Bh5

My danger sense should be going off around here, but black seems to be holding everything just fine with only one developed piece.

7.	O-O	Nd7

White had set a trap. 7... b5 runs into 8. Bb5, cb5, 9. Qb5, Nbd7 10. Nd7, Qd7, 11. Qh5 with an extra two pawns. Black has less than zero justification for trying to win a piece here anyways.

Perhaps 7 O-O is not sharp enough. Worth considering is some wild idea like 7 g4, Bg6, 8. h4 but that seems insufficient here in view of 8... b5. Probably 7 Nc3 is the most flexible move, but black just seems to hold.

8.	Nd7	Qd7

Not a happy move for white. Moving the kingside knight three times to capture a queenside knight which has moved only once is not a good deal.

9.	Nc3	Nf6
10.	b4?!	...

I started to feel good about my position around here. 10. b4 could only have been played with the idea of b5. As we'll see, white cannot use the b5 square effectively with a pawn sitting on it.

10.	...	Bd6
11.	f4	O-O
12.	b5	c5
13.	Qc2	Bg6

This appears to be a critical position. 14. Bd3! appears to be best since it exchanges the board's most active bishop and fights for the f5 square. White's pawn structure is funny looking, but does not appear to be exploitable if he fights for the light squares. Also, his c1 bishop (which looks sad next to pawns on d2, e3, and f4) has a fine a1-h8 diagonal awaiting.

14.	d3?	...

Sorry folks, but black takes over now. Instead of getting an extra guardian of f5 with 14. Bd3, white now has one less which allows black's next move.

14.	...	e5!
15.	e4?!	...

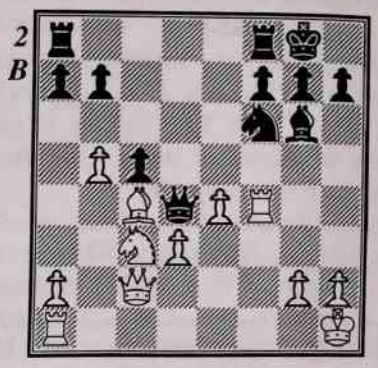
Not a bad idea, it just runs into a tactical refutation. 15. fe looks like a good try whereby the two sides can argue whether the white center pawns are a weakness or a source of strength. I vote weakness, but I am not exactly trying to win some kind of objectivity award either.

15.	...	exf4
16.	Bxf4	...

In view of the following, a move like 16. Kh1 was probably preferable.

16.	...	Bxf4
17.	Rxf4	Qd4+

18.	Kh1	... (2)



18.	...	Ne4!!

Three ways to take the knight, but all are obviously bad. White correctly goes for the complicated variation.

19.	Bxf7	Rxf7
20.	Rxf7	Qc3!

I love playing moves like this! Obviously, 20... Kxf7 runs into 21. Rf1 and Ne4; 20... Bxf7 runs into 21. dxe4. In both cases, material is even with white having split pawns and the disadvantage of knight versus bishop. This was the position that I had calculated when initially playing 18... Ne4. 20... Qc3 makes perfect material sense. It is just a matter of whether or not black can hold the tactics.

21.	Qxc3	Nxc3
22.	Rb7	Bd3
23.	a4!	c4

The battle lines have been drawn — whoever queens first wins — and someone *will* queen!

24.	a5	Nb1!

Another fun move to play. I always heard that knights were good at blockading, but this is ridiculous. Football analysts constantly compare coach decision-making to chess games. Time to turn the tables: "Notice how the knight is blocking for the c4 fullback pawn..." There is something intimidating about occupying b1 with a black knight anyways.

25.	b6	axb6
26.	a6!	...

Yikes! He is SERIOUS! I didn't see this move at all. This is more exciting than football. Two balls are in play at the same time. One is headed toward each end zone. Only the first to score counts. No distinction is made between offensive and defensive players. And some people think chess is dull???

26. ... c3

Go Emmitt!

27. Rxb6 ...

Unfortunately, the most fun variation only makes the notes. 27. a7 runs into 27. ... c2!, 28. Rb8, Kf7! and the a8 rook wins the Medal of Honor. Give the c-pawn a Heisman Trophy.

27. ... c2
28. Rc6 Rf8
29. 0-1

A plausible continuation is 29. h3 Rf1+ 30. Kh2 c1=Q 31. Rxc1 Rxc1 32. a7 Be4 33. a8=Q+ Bxa8 34. Rxa8+ and black is up a whole piece.

The following is a model game for beating the Pirc Defense. There are not any real fireworks in the game — just some instructive notes for handling positions that may not be familiar to many Pirc players.

4: Pirc Defense [B09]

Austrian Attack

W: Bill Melvin (2229)

B: Alain Polard (2051)

Fairfield Glade, 1/7/95, R2B5, 40/100-15/30

[Melvin]

1. e4 d6
2. d4 Nf6
3. Nc3 g6
4. f4 Bg7
5. Nf3 c5

No real surprises so far. I said it would be a Pirc Defense... did you think I would lie about *that*? In the *Antics*? Move 5 is really the first decision point in the game for black. Black must decide whether to play c5 immediately or castle first and then play c5. Unfortunately, 5. ... O-O 6. Bd3 c5? runs into 7. dxc5 dxc5 with advantage to white in view of the pending e5 (possibly after Qe2).

This is only theory, so don't abuse me if you don't understand. Play a few hundred blitz games against your computer or cousin Vladimir and you will have a better understanding of how white's pieces find menacing squares quickly. Okay, okay, for example: Bill Melvin-John Morash (1992 Alabama State Championship) continued 8. e5 Nd5 9. Nxd5 Qxd5 10. Qe2 Nc6 11. Be4 Qd8 12. Be3 Qc7 13. Qb5 winning a pawn. Hardly forced, but you get the idea.

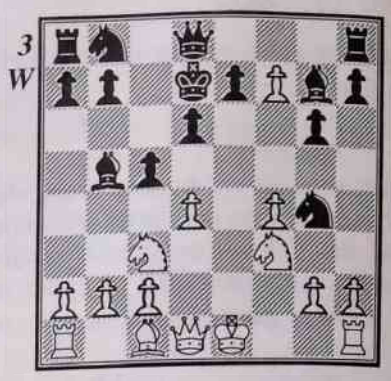
Thus, black does not usually play c5 immediately after 5. ... O-O and instead opts for moves like 6. ... Nbd7 or 6. ... Nc6. An entirely separate body concerns these variations. White is considered to have a slight advantage here whenever the most recent issue of *Inside Chess* is published on an odd numbered day. This variation is equal/unclear whenever the last *Inside Chess* is published on an even day. The only exception is leap day when... you get the picture. Openings like the Austrian Attack sell a lot of *Informant* subscriptions due to the ever-changing theory.

Given the problems that black runs into after 5. ... O-O followed by 6. ... c5, why doesn't white answer 5. ... c5 with dxc5? Black has the strong move 6. ... Qa5! here threatening to meat 7. cxd6 with 7. ... Ne4 and a beautiful position. Instead white always answers 6. Qa5 with 7. Bd3 and after 7. ... Qc5 white may or may not have a slgiht edge (depends on the day of the week again). At any rate, his disadvantage is less than that encountered in the 5. ... O-O and 6. ... c5 variation. This makes sense: 5. ... O-O did not have a direct effect on the center, while 6. Bd3 did. Thus, black's 6. ... c5 makes less positional sense than 5. ... c5. At any rate 6. dxc5 is considered an acceptable answer to steer away from what follows and has been periodically considered theoretically best.

6. Bb5 Bd7
7. e5 Ng4
8. e6 Bxb5

I enjoy seeing the looks on faces upon seeing this variation for the first time. No need to adjust your set. These moves have been played countless times in Grandmaster games and are currently still considered best. A Sax-Seirawan game from 1988 (judged the most important theoretical novelty in *Informant 45*) shook up the theory in this line and provides a powerful alternative to 8. ... Bxb5. Seirawan played 8. ... fxe6 and the game concluded 9. Ng5 Bxb5 10. Nxe6 Bxd4 11. Nxd8 Bf2+ 12. Kd2 Be3+ with a draw. Generally, white does not want to draw so the whole variation went under a cloud for a short while. Since this game, moves such as 11. Nb5 have revitalized white's chances of playing for an advantage.

9. exf7+ Kd7 (3)



Strange, but best. Incredibly, the king is safe on d7. 9. ... Kxf7 simply exposes the black king too much. The f-pawn is a goner anyways.

10. Nxb5 Qa5+
11. Nc3 cxd4
12. Nxd4 Bxd4
13. Qxd4 Nc6
14. Qc4 ...

These last several moves constitute the main line in *ECO*. Other alternatives include 12. ... h5 which is considered best by *Batsford Chess Openings 2*. By the way, I really like and recommend this book (recently back in print) to everyone! On the other hand, *Modern Chess Openings 13* (not as good as *BCO2* in my opinion) seems to think that white gets an edge in this line as well. I don't know if this question has been settled as each of these books is around 5 years old. Sorry, but I don't subscribe to opening monograph of the month club and don't even own Nunn's book on the Pirc. Sue me.

Black has several moves to try here with my opponent's move considered to be the best. Many chess players stop their opening preparation around here. This is a good reason to continue preparing for a few more moves! Things are now nearly back to normal with white having the better looking game.

14. ... Qb6
15. Qe2 h5
16. h3 ...

Unknown to me at the time, 16. Bd2 may be stronger here.

16. ... Nf6?!

Out of my books, although I suspect it isn't new. 16. ... Nh6 is simply the better move. *ECO* continues 17. Bd2 Nf5 18. O-O-O Ng3 19. Qd3 Nxh1 20. Rxh1

'with compensation for material'. If this looks too mysterious, then either go get cousin Vladimir or just play 16. Bd2.

So this is where the chess battle begins. One side blinked and we have reached a middlegame where white should have an advantage. One strong strategy for white is to pile up on the e-file. Notice how difficult the square e6 is to defend by black. Also, notice how the weak f7 pawn guard e8, which is useful for defending e7. White would like to castle queenside, and 17. Be3 runs into 17. ... Qxb2 with a double attack.

17.	Bd2	Nd4
18.	Qd3	Nf5

Black wisely avoids 18. ... Qxb2 19. Rb1 Nc2+ 20. Kf2 and white wins a knight.

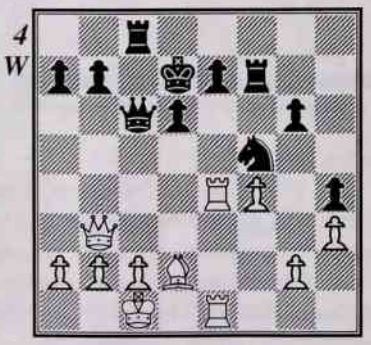
19.	O-O-O	h4?!

Black wins the fight for g3, but a black knight doesn't *do* anything from g3.

20.	Rhe1	Qc6
21.	Ne4	...

This move was hard to decide upon. 21. Qe2 was tempting, but I could not see how to increase the pressure after 21. ... d5. It is generally not a good idea to exchange pieces when you are attacking or your opponent is cramped. But, my opponent is not cramped and I won't be attacking if I don't get moving. This move exchanges a defender and frees up some squares for other white pieces. What else was the knight going to do anyways?

21.	...	Nxe4
22.	Rxe4	Rac8
23.	Rde1	Rhf8
24.	Qb3	Rxf7!?(4)



It is hard to find another move for black. Perhaps he is lost already.

25.	Bc3	d5?!

This move seems desperate. Black may have better chances to hold with 25. ... Rf8 26. Qe6+ Kd8 27. Qxg6 when it is not readily apparent how white breaks through. Some losing moves are better than others.

26.	Re5	e6

This is not pretty. 26. ... Ke8 may be marginally better just to keep the queens on the board.

27.	Rxe6	Qxe6
28.	Qxb7+	Rc7
29.	Qxc7+	Kxc7
30.	Rxe6	d4?!

White is winning easily. No need to play over the rest unless you just want to see pretty fair technique.

31.	Ba5+	Kd7
32.	Rxg6	Ne3
33.	g3	hxg3
34.	Rxg3	Rxf4
35.	Rg7+	Kc6
36.	Rxa7	Kb5
37.	a4+	Kc4
38.	b3+	Kd5
39.	Be1	Rf1
40.	Kd2	Rh1
41.	h4	Rh2+
42.	Kd3	Nxc2
43.	Bd2	Ne3
44.	Rd7+	Ke5
45.	Bxe3	dxe3
46.	Re7+	...

Winning with the a and b-pawns is much easier than the a and h-pawns after 46. Ke3 Rh3+ 47. Kd2 Rxb3. Trust me.

46.	...	Kd5
47.	Rxe3	Rxh4
48.	Kc3	Kc5
49.	Rg3	Kb6
50.	b4	Rh1
51.	Rg6+	Kb7

It is important for white that the a and b-pawns do not become blockaded. Drawn positions do exist whereby the black king and rook can stop the advance of the white pawns. Something else to ponder: this position is a dead draw without the a-pawn. Thus the win will *have* to make use of this pawn in some manner.

52.	b5	Rh4
53.	Kb3	Ka7
54.	Rc6	Rh1
55.	Kb4	Rb1+
56.	Ka5	Kb7
57.	Rh6	Rg1
58.	Rh7+	Ka8
59.	Ka6	Rg6+
60.	b6	Rg8

Remove either the white a or b pawn and black draws by passive defense just shifting his rook back and forth along the back rank. But, now that the black room is permanently tied to the back rank, white has the opportunity to use his extra decisive pawn.

61.	a5	Rf8
62.	Rh5	Rg8
63.	Kb5	Kb7
64.	a6+	Ka8
65.	a7	1-0

Whomp, there it is! Black has no magical stalemating combinations and also no defense to Ka6 followed by b7 mate.

5: Center Counter [B01]

Mieses Variation

W: Bill Melvin (2229)

B: John A. Tamplin (1840)

Game/30

[Tamplin]

1.	e4	d5
2.	exd5	Qxd5
3.	Nc3	Qa5
4.	d4	Nf6
5.	Nf3	Bg4
6.	h3	Bh5
7.	g4	Bg6
8.	Ne5	Nbd7

Perhaps 8. ... c6 to give the queen a place to sit on c7, avoiding all the nastiness that follows.

9.	Nc4	Qa6
10.	Bf4	Qe6+
11.	Ne3	c6
12.	Bc4	Nd5
13.	Bxd5	cxd5
14.	Nxd5	Rc8
15.	Nc3	h5
16.	g5	Qb6
17.	O-O	Qxb2

This looks risky, but I feel I have no choice at this point. If I don't take the pawn I am just a pawn down with nothing to show for it.

18.	Ncd5	e6
19.	Rb1	Qxa2
20.	Nc7+	Kd8
21.	Rxb7	f6

Preparing to shut off the diagonal from that troublesome bishop.

22.	d5?	...

A mistake that should cost white a piece.

22.	...	e5
23.	Bh2	Bxc2??

Somehow I missed 23. ... Rxc7, picking up a piece. Not only that, but by taking the pawn I allow the white queen to enter the attack with several free tempos.

24.	Qe2	Bb3
25.	Qb5	Ba4

26.	Qa5	Nc5
27.	Ne6+	Ke8
28.	Rxa7	Nxe6
29.	dxe6	Qxe6
30.	Qxa4+	Kd8
31.	Rd1+	Bd6
32.	1-0	

CLASS WARFARE

"Daniel in the Lion's Den"

Kenneth Sloan

A continuing theme in "Class Warfare" is that every position must be examined as if it came from a book called "1001 Cool Combinations". Sometimes, it's to see a winning shot for yourself. At other times you need to watch out for your opponent's shots — especially when you are grossly winning, and his only chance is a miracle. Today's game turns on just such a combination/blunder.

This is an "upset of the year". The loser is an established scholastic star, and he has more than twice as many rating points as the winner. The winner is a bit older, but is a relative newcomer to tournament chess. Nevertheless, his rating is established, and this is a bona fide *upset*.

This game took place in the second round of the Space City Scholastic in Huntsville. For a player like Daniel Thomas, this is usually a laugher round — he was undoubtedly looking ahead to meeting Matthew Puckett in round 4 or 5. Alas, in order for the #1 and #2 players to meet, they must actually defeat the low rated players they are paired against in the early rounds.

6: Petroff's Defense

W: Daniel Weiss (915)

B: Daniel Thomas (1838)

Space City Scholastic, 12/3/94, G/30

1.	e4	e5
2.	Nf3	Nf6
3.	Nxe5	d6
4.	Nf3	Nxe4
5.	Qe2	Qe7

So far, so good, as in Spassky-Karpov, Linares 1981 and Turin 1982. These games continued: 6. d3 Nf6 7. Bg5 Qxe2+ 8. Bxe2 Be7 9. Nc3 c6 =. White varies first from theory – and makes a small mistake.

6.	Nc3	Nxc3
7.	Qxe7+	Bxe7
8.	bxc3	Bg4
9.	Be2	O-O
10.	O-O	Nc6

Black has developed smoothly, and has saddled white with a pair of doubled pawns. His position is solid, and he simply waits for white to have another idea.

11.	d4	Bf6
12.	Rd1	Rfe8
13.	h3	Bxh3

Black alertly picks off a pawn. He's pecking away at white's position, taking what comes. This is usually a perfectly good strategy when you are the prohibitive favorite. Nothing fancy is required, just solid positional moves, with a few small tactical shots thrown in from time to time.

14.	Rd2	Bg4
15.	Kf1	Re7

Black prepares to invade on the e-file (develop, develop, develop!). White comes up with a reasonable defense, but his moves are already looking ugly and forced.

16.	Bd1	Rae8
17.	Re2	Bxf3
18.	Rxe7	Bxg2+
19.	Kxg2	Rxe7

Another flurry, and another small gain (a pawn this time) for black. Surely, black is winning here. Compare material, piece position, king safety, and the likely outcome if black can trade down to a K+P ending. All are in black's favor.

20.	Bf3	Re1

Exploiting white's lack of development, and forcing another step towards the ending.

21.	Bb2	Rxa1
22.	Bxa1	g6
23.	Bxc6	bxc6

White has created doubled pawns for black, but has moved closer to a (lost) ending and has given up the bishop pair. White is hopelessly lost.

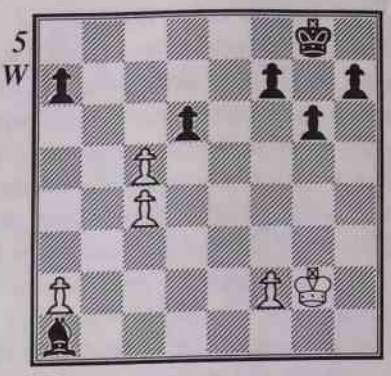
24.	c4	c5
25.	c3	cxd4

Why not trade down to a won ending?

26.	cxd4	c5?

But this makes things too difficult. Black is still winning, but the ending will now require some technique. Probably, black thought we was winning a pawn ... but watch!

27.	dxc5	Bxa1? (5)



27. ... Be7 looks forced, after which black should still win.

28.	c6!	...

The pawn cannot be stopped. Daniel Weiss seizes the only chance he's had all game — and is now winning.

28.	...	d5
29.	c7	dxc4
30.	c8=Q+	Kg7
31.	Qxc4	1-0/x

Both players were now in slight time trouble, and stopped keeping score. Observers report that eventually black's a-pawn fell, and white's a-pawn marched to victory. This is a good position to set up and play with a partner, to see how really strong the queen is, and how weak a single bishop can be if you simply play on the opposite color squares.

I believe that Daniel Thomas recovered to finish second (behind Matthew Puckett, who had a perfect score — thanks to Daniel Weiss?). Daniel Weiss finished third, edging out his brother Jacob on tiebreaks.

LETTERS TO THE EDITOR

To the Editor:

The last issue of Alabama Chess Antics was the most attractive, and had more chess content, than any in recent years. I think we owe this mostly to Michael Schaetzle's hard work in pulling together the various contributions.

Mr. Schaetzle was working under a very tight publication deadline, and so a few errors crept into the final copy. Three of these (there may be others) could be misleading or cause confusion:

On page 20, The Montgomery Chess

Vaibhav Vohra with 3 points. K-3 was won convincingly by John Padley with four perfect points. John was the only rated player in his section. Second place was shared by Ethan Balch and Bill Dworsky with 3 points.

7: Caro-Kahn

Advance Variation

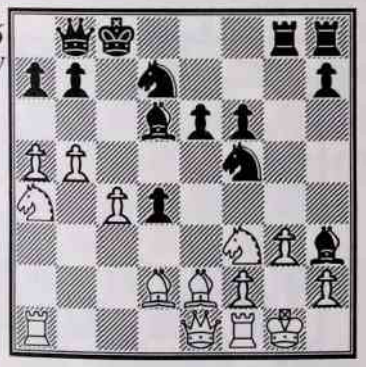
W: Daniel Thomas (1805)

B: Jeff Wien

Huntsville City Championship, 8/13/94

[Wien]

1.	e4	c6
2.	d4	d5
3.	e5	Bf5
4.	Nf3	e6
5.	Be2	Nd7
6.	O-O	Be7
7.	Nc3	Qc7
8.	Bd2	O-O-O
9.	b4!?	f6!
10.	b5	c5
11.	dxc5	Bxc5
12.	exf6	gxf6
13.	Bd3	Bg4
14.	a4	Ne7
15.	Be2	Rdg8
16.	a5	Qb8
17.	Na4	Bd6
18.	g3	Nf5
19.	Qe1	Bh3
20.	c4	d4! (6)



21.	c5!	Nxg3!?!
22.	hxg3	Bxg3
23.	Kh1	Bg2+!
24.	Kxg2	Bxf2+
25.	Kh1	Bxe1
26.	Bxe1	Qf4
27.	Bd2	Qg3
28.	Rg1	Qh3+
29.	Nh2	f5
30.	c6	Ne5
31.	cxb7+?	...

31. b6! gives white better chances.

31.	...	Kxb7
32.	a6	Kc8
33.	Rac1+	Kd7
34.	Nc5+	Ke7
35.	Bg5+	Kf7
36.	Nd3??	Nxd3
37.	Rc7	Ke8
38.	Rxa7??	Nf2#

8: English

W: Jeff Wien

B: Spielmann

German 2nd League, Schweinfurt, Germany, 2/6/90

[Wien]

1.	c4	e5
2.	Nc3	Nc6
3.	g3	Nf6
4.	Bg2	Bc5
5.	e3	a6
6.	a3	O-O
7.	Nge2	d6
8.	b4	Ba7
9.	O-O	Be6
10.	d3	Rb8
11.	Kh1	Qd7
12.	Ng1	Ne7
13.	a4	c5?!
14.	b5	a5
15.	e4	h6
16.	f4	exf4
17.	Bxf4	Rbd8?
18.	Bxh6	Ng4
19.	Bxg7!?	Kxg7
20.	Qd2	f5
21.	exf5	Bxf5
22.	Rae1	Nxh2?!
23.	Qg5+!	Ng6
24.	Kxh2	Rh8
25.	Nh3	Bxh3
26.	Qf6+!	Kh6
27.	Rf4!!	Kh5
28.	Bf3+!	Bg4
29.	Bxg4	Qxg4
30.	Rxg4	Kxg4+
31.	1-0	

9: Sicilian Defense

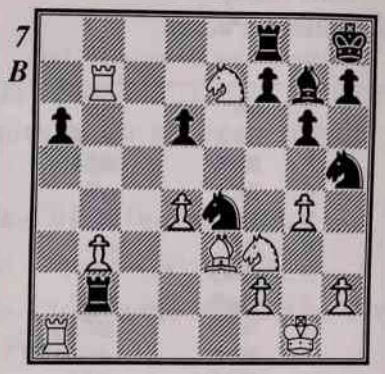
W: Kidd (2210)

B: Jeff Wien

Crossville, TN: 1/5/91

[Wien]

1.	e4	c5
2.	Nf3	d6
3.	Bb5+	Bd7
4.	Bxd7	Nxd7
5.	O-O	g6
6.	c3	Bg7
7.	d4	cxd4
8.	cxd4	Ngf6
9.	Re1	O-O
10.	Nc3	Rc8
11.	Bf4	Nh5
12.	Be3	a6
13.	Qb3	Qb6
14.	Nd5	Qxb3
15.	Nxe7+	Kh8
16.	axb3	Rc2
17.	Rec1	Rxb2
18.	Rc7	Ndf6
19.	Rxb7	Nxe4
20.	g4	... (7)



20.	...	f5!!
21.	gxh5	f4
22.	Bc1	Rxf2
23.	hxg6	Rxf3
24.	Bb2	Rf2!
25.	gxh7	Kxh7
26.	Ra5	Rxb2
27.	Rh5+	Bh6!
28.	Nd5+	Kg6
29.	Rh4	Rb1+
30.	Kg2	f3+
31.	Kh3	f2!
32.	Ne7+	0-1

10: Sicilian Defense

Dragon Variation, Yugoslav Attack

W: Isbill (2039)

B: Jeff Wien

Murphrysboro, TN: 8/28/93

[Wien]

1.	e4	c5
2.	Nf3	d6
3.	d4	cxd4
4.	Nxd4	Nf6
5.	Nc3	g6
6.	Be3	Bg7
7.	f3	O-O
8.	Bc4	Nc6
9.	Qd2	Bd7
10.	O-O-O	Qa5
11.	Bb3	Rfc8
12.	Kb1	Ne5
13.	h4	Nc4
14.	Bxc4	Rxc4
15.	Nb3	Qc7
16.	Bd4	Be6
17.	g4	a5
18.	h5	a4
19.	g5?!	axb3!
20.	gxf6	Rxd4!
21.	hxg6!	Bxf6!
22.	gxf7+	Kxf7
23.	Rxh7+	Ke8
24.	Qe2	Rxd1+
25.	Qxd1	bxa2+

26.	Nxa2	Bxa2+
27.	Kc1	Bg5+
28.	0-1	

11: Sicilian Defense

W: Chris Lasky
B: Matthew Puckett

Huntsville Action Tournament, 10/15/93

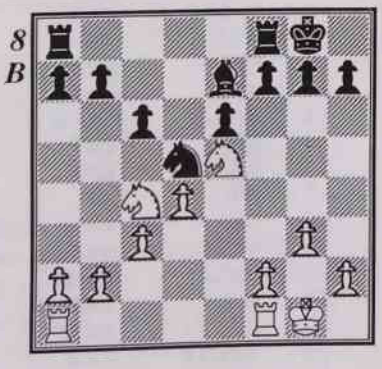
1.	e4	c5
2.	Nc3	Nc6
3.	Bb5	Nd4
4.	Bc4	g6
5.	Nf3	Bg7
6.	d3	d6
7.	O-O	e5
8.	Bg5	Ne7
9.	Nd5	Ndc6
10.	Bb5	f6
11.	Nxf6+	Kf7
12.	Nd5	h6
13.	Bh5	g5
14.	Nxg5+	hxg5
15.	Bxg5	Qf8
16.	f4	Bh6
17.	fxe5+	Nf5
18.	Qh5+	Kg7
19.	Bf6+	Kg8
20.	Qg6+	Ng7
21.	Bxc6	Rh7
22.	Ne7+	Kh8
23.	Bxg7+	Qxg7
24.	Qe8+	Qf8
25.	Rxf8+	Bxf8
26.	Qxf8#	

POSITIONS FROM TOP BOARD

David Hayes

Or, some funny things happened on the way to a win. Here are some positions from my games during the 1994 Alabama State Championship. These positions demonstrate how lucky I was in winning the Reserve title.

After 17. Nf3-e5 (8)



I found myself playing the black pieces in the position shown in the diagram after a Center Counter opening and several positional errors against Cross (1657) in round 2. White is pressing hard with strong centralized knights. The question is, what is black's best move? I played:

17.	...	Rad8

A defensive effort to prevent Nd7 followed by Nce5 which I feared as crushing. Moves based on emotion are frequently bad. Also bad is 17. ... Rfd8 18. Na5 Rab8 19. Naxc6 bxc6 20. Nxc6 forking everything. Better is 17. ... c5 undermining white's center.

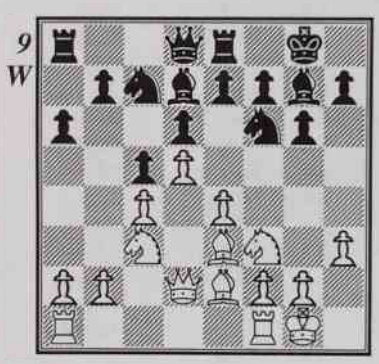
18.	Na5	f6
19.	Nxb7	fxe5

Now 19. ... Rb8 is best. 20. Nd7 Rxb7 21. Nxf8 Bxf8.

20.	Nxd8	Rxd8
21.	dxe5	

Here white is winning. Fortunately, white made a tactical error later in the game which afforded me the win.

After 11. ... a6 (9)



I found myself playing the white pieces in the position above against my favorite opponent and top seed in the reserve section, Bill Savoie. Once again the question is, what is my best move? I saw that black intended b5 soon and that 12. a4 left a gigantic whole on b4 which black could take advantage of by a5, Na6-b4 for example. I played:

12.	Rfb1!?!	...

Planning b4 after blacks b5 and seizing control of the queen side with my strong rooks. This is not only strategically incorrect but also tactically bad. Instead I should have applied the old chess saying, "if your opponent plans a flanking attack, then attack the center." Therefore, 12. e5 is better.

12.	...	b5
13.	b4?	...

Last chance for e5.

13.	...	cxb4
14.	Rxb4	Nxe4
15.	Nxe4	Bxa1

Ouch, I am losing again. Red faced, I set my jaw determined to make Bill prove it.

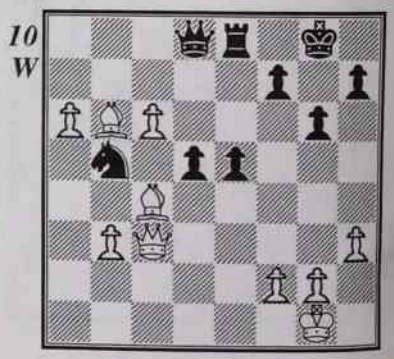
16.	Nd4	bxc4
17.	Bxc4	Rb8
18.	Rb3	Bb5?

Black affords me an opportunity to nearly equalize. Now 19. Bxb5 Nxb5 (not 19. ... Bxd4? 20. Bxd4 Rxb5 21. Qh6 wins in all variations. For example, 21. ... f6 22. Ng5!) 20. Nc6 wins the exchange.

19.	Nc6?	...

One good blunder deserves another. Simply out of order. Still there is a method in my madness. The forced exchange of blacks's bishop for a knight opens the diagonal upon which my bishop and black's king sit. I do have some compensation for my material deficit. The bishop pair is mine and my pieces are highly active and centralized.

19.	...	Bxc6
20.	dxc6	Rxb3
21.	Bxb3	d5
22.	Nc3	Bxc3
23.	Qxc3	e5
24.	Bb6	Nb5? (10)



Black is too eager to get the queens off the board. Try finding white's winning move from the diagram before reading any further. The key lies in the advanced c-pawn. If you thought 25. c7 immediately, think again (25. ... Qd7 holds).

25.	Bxd8	Nxc3
26.	c7	

Black cannot stop the c-pawn from queening. Bill knows that the hardest game to win is a won game against a determined lower-rated opponent.

Calendar

February

11 Atlanta February G/1

12 Tuscaloosa – Bama CC Quads
Michael Schaetzle,

12 Atlanta – ACC February G/30

12 Atlanta – ACC February Scholastic

17 Huntsville – Bughouse Tournament
Bill Melvin,

18-19 Montgomery – Queen of Hearts
Rhodes Peele,

18-19 US Amateur Team Midwest

18-20 US Amateur Team East

18-20 US Amateur Team South

18-20 US Amateur Team North

24-26 Nashville – Middle Tennessee Open
Ed Newkirk,

24 Huntsville – Quick Tournament

25 Georgia Scholastic Team
Joseph Acker,

26 Tuscaloosa – Bama CC Quads

March

3 Huntsville – Action Tournament, 3RR

4 State Scholastic Individual
Walter Schaetzle,

8 Tuscaloosa – Quick Chess (G/10), 4RR, starts 6:30.

10-12 Kissimmee, FL – Orlando Open
Bill Goichberg,

10 Huntsville – One Rated Game

11 Jackson, MS – Mississippi Madness
8SS, G/30

11-12 US Amateur Team Playoff

12 Tuscaloosa – Bama CC Quads, $2 entry fee, includes pizza between rounds 2 and 3.

17 Huntsville – Blitz Tournament

18-19 Huntsville – Space City Open

24 Huntsville – Scholastic Night, Simul by Matthew Puckett.

25 Tuscaloosa Regional Team

31 Huntsville – One Rated Game

April

7-9 Little Rock, AR – National Elementary

7-9 Chicago, IL – National High School

7 Huntsville – Spring Swiss, Round 1

14 Huntsville – Spring Swiss, Round 2

21 Huntsville – Spring Swiss, Round 3

22 State Scholastic Team
Sam Whatley

22 Fairfield Glade, TN – Cumberland County Spring Open

28 Huntsville – Spring Swiss, Round 4

29 Homewood Free Unrated
Kenneth Sloan,

May

5-7 Las Vegas, NV – National Open

5 Huntsville – Simul, Charles Meidinger

12-14 Dearborn, MI – National Junior High

12 Huntsville – Quick Tournament

13 Huntsville – May Tornado, 4SS

19 Huntsville – Blitz Chess Tournament

26 Huntsville – Action Tournament, 3RR

June

2 Huntsville – Summer RR, Round 1

Twenty-third Annual Queen of Hearts

Auburn University at Montgomery

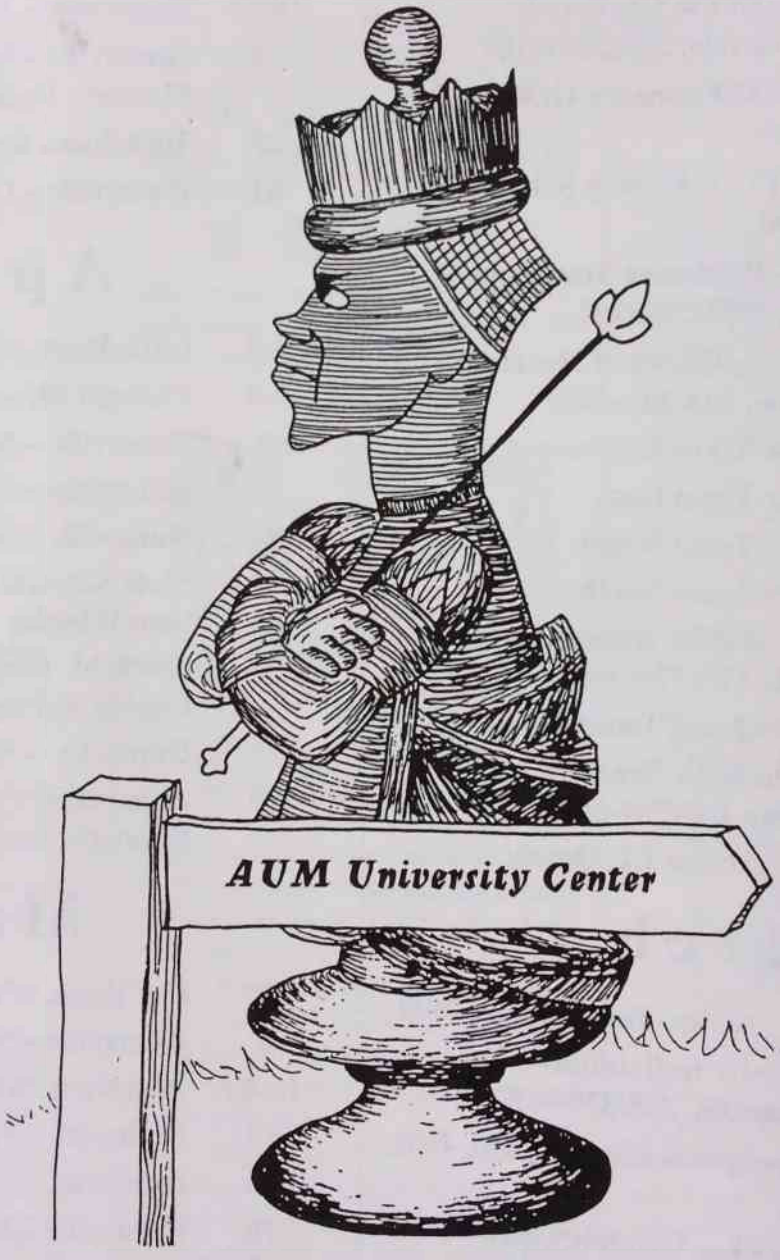
February 18 and 19, 1995

Registration: 8:30 - 9:00 AM
Rounds: 9:30, 2:30, 7:30; 9:00, 2:00
Time control: 40 moves in 90 minutes; then sudden death in 30 minutes
Tournament director: Rich Bellezza

Open Section
(Open to all)

First prize: $250
Second prize : $150
Third prize : $100

Top A prize: $125
Second A prize: $75



Reserve Section
(Under 1800 only)

First prize: $200
Second prize: $100

Top C prize: $125
Second C prize: $75

Top D/E prize: $100
Second D/E prize: $50

Top unrated prize: $50

All participants must be affiliates of both the USCF, and the ACF (or another state). Prizes above are based on 45 or more players paying the full $40 entry fee. Scholastic players have the option of paying a reduced entry fee of $20 and playing for trophy prizes only. Direct inquiries to Rhodes Peele, .

1995 United States Amateur Championship South

Birmingham, Alabama

May 27-29, 1995

Six Round Swiss in Two Sections: Under 2200, Under 1800

LOCATION: Airport Ramada Inn; Birmingham, AL

ENTRY FEE: $30 for adults, $15 for Juniors if postmarked by May 17, 1995. After May 17 and on-site registration, add $10 to all entries.

HOTEL ROOM: $49 plus tax/night, 1-4 persons per room. Ask for chess rates when making reservations. Call for reservations.

ROUNDS:
Saturday, May 27: 1pm and 7pm
Sunday, May 28: 10am and 4pm
Monday, May 29: 8am and 2pm

TIME CONTROLS: 50/2, then 25/1

TROPHIES: Top 5 in each section plus:

Open Section
Top 55 and Over
Top Under 16
Top Under 13
Top two Class A, B, C, Unrated

Reserve Section
Top 55 and Over
Top Under 16
Top Under 13
Top two class C, D, E and below, Unrated

REGISTRATION: 10:00am to 12:00 noon May 27, 1995

In addition, a speed championship will be held Saturday morning at 10:00am, registration 9:00 to 9:45am. Entry Fee $5, Trophies top 5.

Information and TD: W. J. Schaetzle

Entries: Make checks payable to USCF and send with entry to:
Walter J. Schaetzle

Alabama Scholastic Chess Individual Championships

Saturday, March 4, 1995

LOCATION: Holy Spirit School
711 37th Street East
Tuscaloosa, Alabama 35405

DETAILS: 6 Round Swiss Open (everyone plays 6 rounds), Open to Alabama Students only. Four sections: Primary (preschool through 3), Elementary (K-6); Reserve (K-9), and Open (K-12). Tiebreaks: Solkoff, Median, Accumulative. No smoking, wheelchair access.

TIME LIMITS: Game/30 minutes

REGISTRATION: For early registration, send form below with $8 entry fee by 2/25/95 to Walter Schaetzle, or register at site 3/5/95 between 8 and 9am, $12 entry fee. Be prepared to show proof of current USCF and ACF memberships or to purchase same.

ROUNDS: 9:30 and 10:45am; 1:45, 3:00, and 4:15pm. Awards at 6:00pm.

ENTRY FEE: $8 if postmarked by 2/25/95, $12 postmarked after 2/25/95 or at site.

USCF & ACF: All participants MUST be USCF and ACF members. USCF Scholastic membership $10/yr, ACF membership $4/yr. Both memberships available at site.

PRIZES: Top five players in each section will receive trophies. Top two players in each grade relative to section will receive grade trophies. Limit one trophy per player.

CONCESSIONS: Food concession and Books & Equipment concessions open 8:30am to close. Championship T-Shirts will be available in the Chess Store for $10 each.

1995 Alabama Scholastic Individual Championship Entry Form

Name:_____ **School:** _____

USCF #:_____ **Expiration Date:** ___/___ **USCF Rating:**_____

Male:___ **Female:**___ **Grade:**____ **Birthday:**___/___/___ **Dues Included:**

Address:_____ **ACF:**___**N**___**R**___

_____ **USCF:**___**N**___**R**___

Make checks payable to W. J. Schaetzle and send with completed entry form by 2/25/95. Please give ALL information requested.

Huntsville Chess Club

proudly presents the

1995 Space City Open

March 18 - 19

Tom Bevill Center on the UAH Campus
(at corner of University and Sparkman)

$1,000 Unconditionally Guaranteed!

(6 Grand Prix Points)

Open Section (open to all)	Reserve Section (under 1800)	4-Round Saturday Scholastic
1st - $200 2nd - $100 Expert - $100 Class A - $100 - 50 EF: $35 if received by 17 March, $40 at site; free EF to non-Earthlings	1st - $125 2nd - $75 Class C - $70 - 30 Class D/E - $70 - 30 UNR - $50 EF: $30 if received by 17 March, $35 at site	Three Sections: K-3 K-6 K-12 Trophies 1st - 3rd each section EF: $10 if received by 17 March, $12 at site

Advance registrations: Send to: Huntsville Chess Club, Attn: SCO, [redacted].
Include: Full Name, Address, USCF ID#, Entry Fee, and Section Desired.
Registration: 8:00 - 9:00AM Saturday 18 March.
Memberships: USCF required.
Open and Reserve Rounds: 9:30AM - 2:30PM - 7:30 PM Saturday, 9:00AM - 2:00PM Sunday.
Scholastic Rounds: 11:00AM, 1:30PM, 3:00PM, 4:30PM Saturday only.
Time Controls: 40 moves in 100 minutes, then 20 moves in 30 minutes. Scholastic: Game in 30 minutes.
Special Notices: No smoking. No computers. Wheelchair accessible.
Room Reservations: Bevill Center [redacted]. Mention chess tournament for $45 room rate.
Information call: Bill Melvin [redacted].

About the Alabama Chess Federation

The Alabama Chess Federation is the USCF affiliate for the state of Alabama. Membership is open to any interested individual or organization by paying the annual membership dues. Regular individual memberships are $10/year, junior memberships (available to those under the age of 19) are $5/year, and scholastic memberships (an individual registered in a K-12 school in the state of Alabama) are $4/year. Chess-related organizations may become affiliates for an annual fee of $15. Send submissions for publication to:

Antics Editor

Game scores and other items of interest may be sent to the same address, as well as via email . All games will be entered in a semiannual brilliancy prize contest.

Article Submission Deadline for the Next Issue: April 10, 1995

Alabama Chess Antics

♦ Newsletter of the Alabama Chess Federation ♦

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